

Amendments to the Claims: Please amend the claims as indicated.

1.-20. (canceled)

21. (previously presented) A system for process interfacing within an automation scenario for distributed engineering systems, the system comprising:

- a server for providing at least one application required for engineering;
- at least one client for:
  - accessing automation devices that supply process data and/or project-planning data,
- wherein the client is a programming device,
  - using the application provided by the server remotely via the client by a user, and
  - setting up an online communication channel maintained for any length of time between the client and server;
- first mechanisms in the server for feeding data of the automation devices into the server via the communication channel; and
- second mechanisms in the client for linking the applications to the automation devices, wherein
  - the first mechanisms have a first interface to a current communication channel and a second interface to the applications, and wherein
  - the first mechanisms are provided for communicating with the second mechanisms via the communication channel.

22. (previously presented) The system according to Claim 21, wherein the client is a thin client.

23. (previously presented) The system according to Claim 21, wherein the server is designed as a terminal server for use simultaneously by one or more participants.

24. (previously presented) The system according to Claim 23, wherein the communication channel is designed as a Remote Desktop Protocol for transmitting data to one or more participants in real time via one or more separate virtual channels.

25. (previously presented) The system according to Claim 24, wherein the first mechanisms are provided for feeding data of further automation devices into the server via the communication channel via at least one further client.

26. (previously presented) The system according to Claim 25, wherein a transmission of data in the communication channel is provided via an Intranet and/or an Internet.

27. (previously presented) The system according to Claim 25, wherein a transmission of data from the client is provided using a Remote Desktop Protocol via a Wireless LAN.

28. (previously presented) The system according to Claim 25, wherein a transmission of data using a Remote Desktop Protocol is provided from further data sources present in the system using standard protocols such as HTTP and/or FTP.

29. (previously presented) The system according to Claim 25, wherein the system is provided for use across different sites.

30. (currently amended) A method for process interfacing within an automation scenario for distributed engineering systems, the method comprising:

- providing an application required for engineering by a server;
- accessing automation devices that supply process data and/or project-planning data via-at least one a first client;
- setting up an online communication channel between the first client and the server;
- feeding the data ~~to~~ of the automation devices into the server via the communication channel;
- linking the applications to the automation devices, wherein
- communication takes place with a second mechanism in the first client via the communication channel via a first mechanism in the server having a first interface to a current communication channel and a second interface to the applications, wherein data of further automation devices is fed by the first mechanism into the server via the communication channel via at least one further client and the first means are provided for feeding data of further automation devices into the server over the communication channel via at least one further client and enabling the accessing of automation devices connected to the first client and the further client from any ~~other~~ client within the system by routing the server making a virtual peer-2-peer communication for direct communication between the participating clients to access and configure one client system from another client system; and
- using at least one of the clients ~~client~~ as a programming device by a user.

31. (cancelled)

32. (previously presented) The method according to Claim 30, wherein one or more participants can use the server simultaneously.

33. (previously presented) The method according to Claim 30, wherein a Remote Desktop Protocol for transmitting data to one or more participants in real-time via one or more separate virtual channels is used as the communication channel.

34. (canceled)

35. (previously presented) The method according to Claim 33, wherein data is transmitted in the communication channel over an intranet and/or the Internet.

36. (previously presented) The method according to Claim 33, wherein data is transmitted from the client using the Remote Desktop Protocol via a Wireless LAN.

37. (previously presented) The method according to Claim 30, wherein data using a Remote Desktop Protocol from further data sources present in the system is transmitted employing standard protocols such as HTTP and/or FTP.

38. (previously presented) The method according to Claim 37, wherein the system is used across different sites.

39-40. (canceled)

41. (previously presented) The method according to claim 30, wherein the client is a thin client.

42. (previously presented) The method according to claim 41, wherein the thin client depends primarily on the server for processing activities, and mainly focuses on conveying input and output between a user and the server.